In the claims:

For the Examiner's convenience, all pending claims are presented below with changes shown.

1. (Currently Amended) A method comprising

streaming audio data from a memory to a codec;

receiving a frame signal indicating additional commands are to be transmitted from a command buffer to a codec;

generating a pace signal, in response to receiving the frame signal, ~~indicative of whether sending further~~ to block the additional commands from ~~a~~ the command buffer to ~~a~~ the codec ~~is permitted~~, and

~~sending~~ transmitting the commands to the codec at a pace set by the pace ~~pacing~~ signal.

2. (Original) The method of claim 1 wherein generating the pace signal comprises periodically generating the pace signal to indicate that sending further commands to the codec is permitted.

3. (Currently Amended) The method of claim 1 wherein generating the pace signal comprises periodically generating the pace signal to indicate that sending further commands to the codec is not permitted ~~permit~~.

4. (Original) The method of claim 1 further comprising

sending frames of data to the codec,

generating a new frame signal in response to each frame sent to the codec, and

updating the pace signal in response to the new frame signal.

5. (Original) The method of claim 1 further comprising

sending frames of data to the codec,

generating new frame signals in response to frames sent to the codec, and

updating the pace signal in response to the new frame signals such that the pace signal indicates that sending further commands is permitted for a first number of frames and that sending further commands is not permitted for a second number of frames.

6. (Original) The method of claim 5 further comprising

receiving a pace value, and

defining the second number of frames in which sending further commands is not permitted based upon the pace value.

7. (Currently Amended) An audio controller for a codec comprising

a DMA controller to transfer commands from a command buffer of a memory to ~~the~~ a codec upon receiving a frame signal;

a command pacer to control a command pace at which commands are transferred to the codec and to generate a pace signal to block commands from the command buffer to the codec based on a count at a counter, and

~~a DMA controller to transfer commands from a command buffer of a memory to the codec based upon the command pace of the command pacer~~.

8. (Original) The audio controller of claim 7 wherein the DMA controller further transfers data from the memory to the codec.

9. (Original) The audio controller of claim 8 further comprising

an output buffer to store frames, and

an audio bus interface to transfer frames from the output buffer to the codec, wherein

the DMA controller creates frames based upon the data and commands read from the memory and stores created frames in the output buffer for delivery to the codec.

10. (Currently Amended) The audio controller of claim 9 wherein

the audio bus interface generates new frame signals in response to transferring frames to the codec, and

the command pacer controls ~~controls~~ the command pace based upon the new frame signals.

11. (Original) The audio controller of claim 9 wherein the command pacer comprises a roll-over counter to update a count in response to each frame transferred to the codec, and a pace signal generator to generate a pace signal based upon the count of the roll-over counter that is indicative of the command pace.

12. (Original) The audio controller of claim 11 wherein the pace signal generator generates the pace signal to allow further commands to the codec when the count of the roll-over counter has a predetermined relationship to a predetermined count of the roll-over counter.

13. (Currently Amended) A system comprising

memory comprising a command buffer and stream buffer,

a codec to process data and commands,

an audio controller to stream data from the stream buffer to the codec, including a command pacer to control a command pace at which commands are transferred to the codec and to generate a pace signal to block commands from the command buffer to the codec based on a count at a counter ~~and to transfer commands from the command buffer to the codec at a programmable pace~~.

14. (Original) The system of claim 13 wherein

the memory further comprises a response buffer,

the codec further generates responses in response to processing the commands, and

the audio controller further streams the responses from the codec to the response buffer.

15. (Original) The system of claim 13 wherein

the memory further comprises a buffer descriptor list that defines the stream buffer, and

the audio controller streams the data from the stream buffer per the buffer descriptor list.

16. (Original) The system of claim 13 wherein the audio controller

creates frames from the data and the commands,

transfers the frames to the codec, and

controls the programmable pace based upon the frames transferred to the codec.

17. (Original) The system of claim 13 wherein the audio controller

receives a pace value, and

transfers at most one command to the codec per a number of frames transferred to the codec that is equal to the pace value.

18. (Currently Amended) A machine-readable medium comprising a plurality of instructions that, in response to being executed, result in a computing device

~~storing commands in a command buffer of a memory,~~

~~setting a command pace, and~~

~~transferring the commands to a codec at the command pace~~

streaming audio data from a memory to a codec;

receiving a frame signal indicating additional commands are to be transmitted from a command buffer to a codec;

generating a pace signal, in response to receiving the frame signal, to block the additional commands from ~~a~~ the command buffer to the codec; and

transmitting the commands to the codec at a pace set by the pace signal.

19. (Original) The machine-readable medium of claim 18 wherein the plurality of instructions further result in the computing device

storing data in a stream buffer of the memory, and

transferring the data from the stream buffer to the codec in frames.

20. (Original) The machine-readable medium of claim 19 wherein the plurality of instructions further result in the computing device placing the commands in a portion of the frames transferred to the codec that is based upon the command pace.

21. (Original) The machine-readable medium of claim 18 wherein the plurality of instructions further result in the computing device processing responses of the codec from a response buffer of the memory.